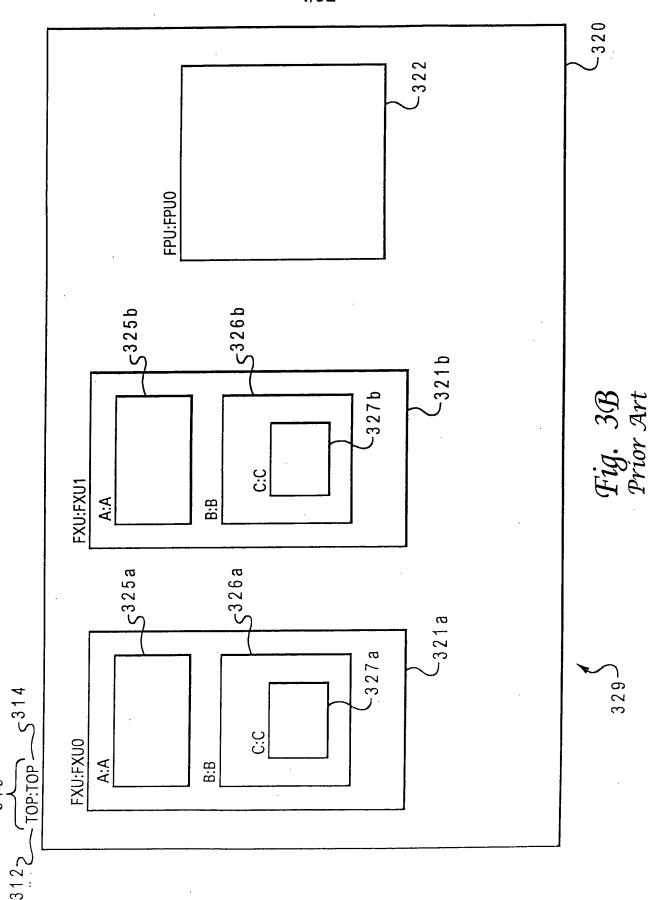
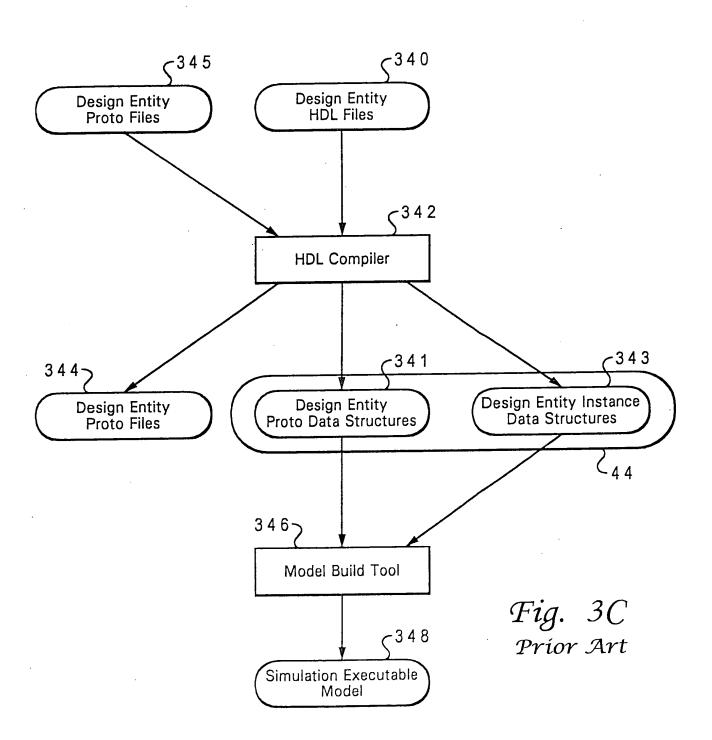


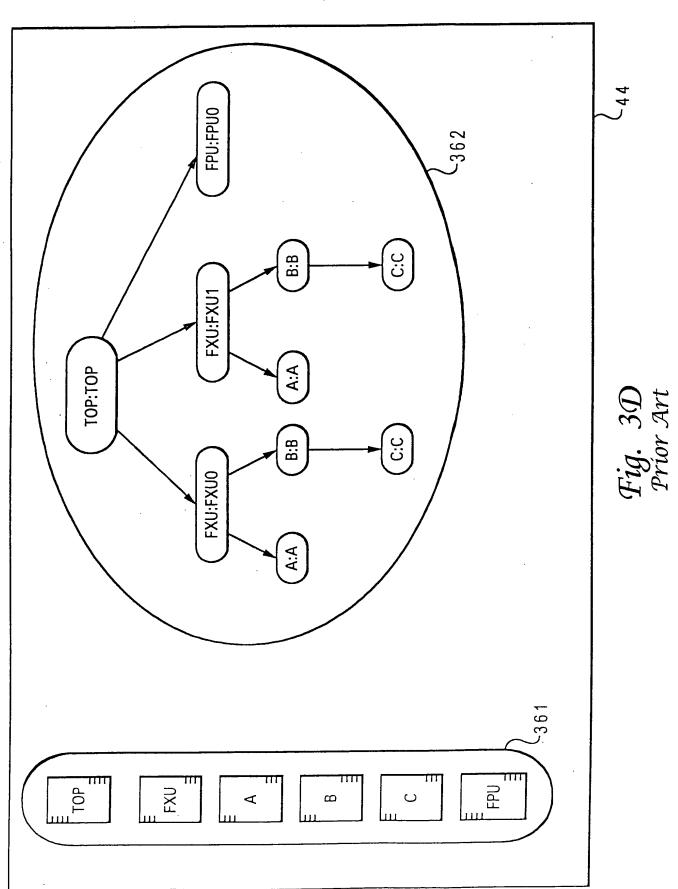
Fig. 3A
Prior Art

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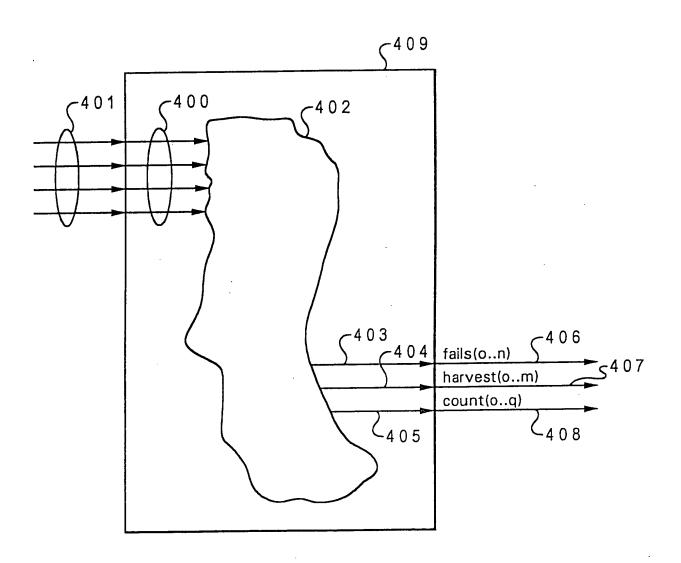
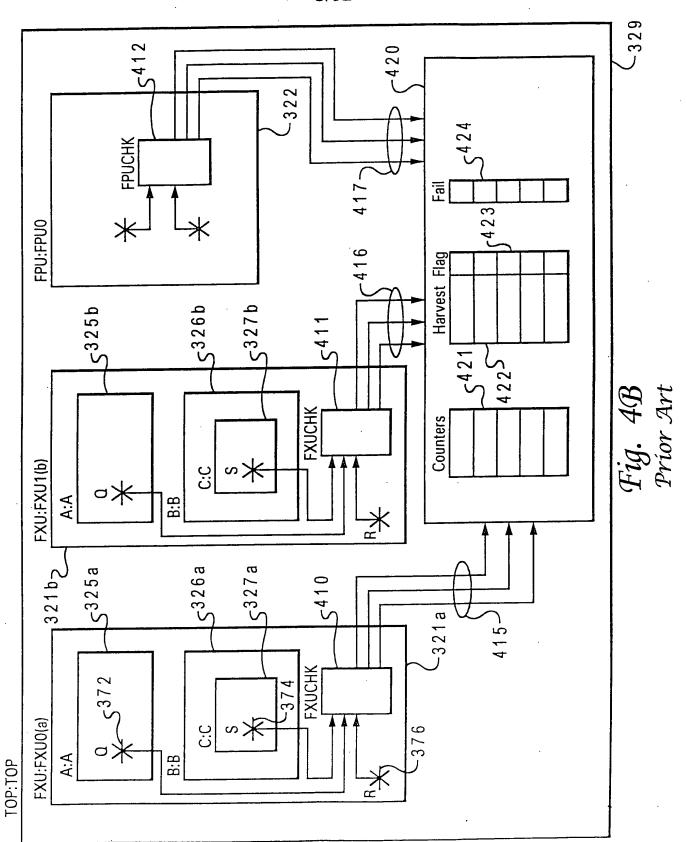


Fig. 4A Príor Art





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```
ENTITY FXUCHK IS
                                                                IN std_ulogic;
IN std_ulogic;
IN std_ulogic;
IN std_ulogic;
OUT std_ulogic_vector(0 to 1);
OUT std_ulogic_vector(0 to 2);
OUT std_ulogic_vector(0 to 1);
                                                                     IN std_ulogic;
                                        SIN
                       PORT(
                                        Q^{-}IN
                                                                                                                                  450
                                        R IN
                                        clock
                                        fails
                                        counts :
                                        harvests
                                  );
              --!! BEGIN
--!! Design Entity: FXU;
              --!! S_IN => B.C.S;

--!! Q_IN => A.Q;

--!! R_IN => R;

--!! CLOCK => clock;
                                                        B.C.S;
               --!! End Inputs
               --!! Fail Outputs;
              --!! O: "Fail message for failure event 0";

--!! 1: "Fail message for failure event 1";

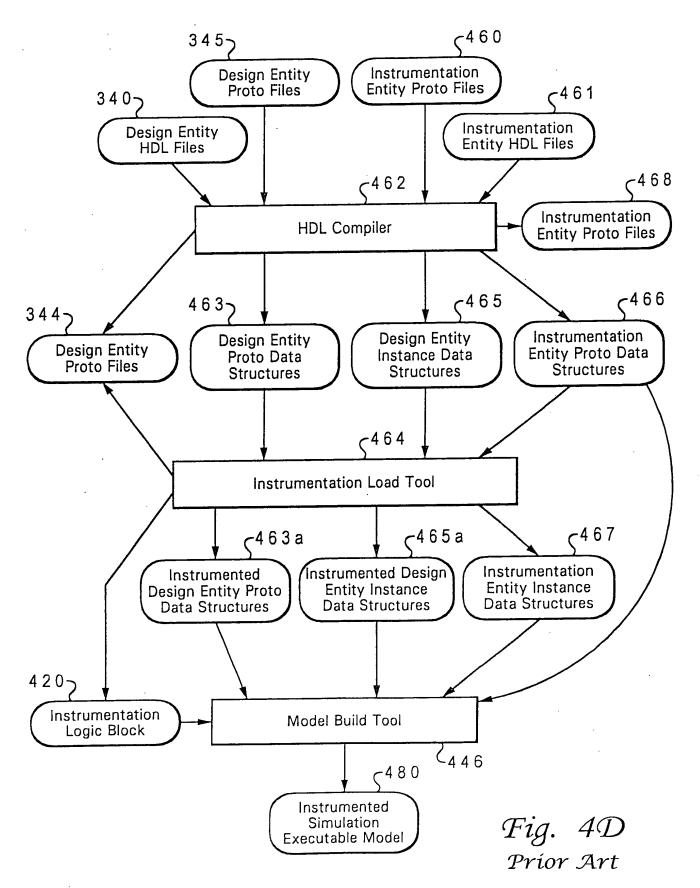
--!! End Fail Outputs;
                                                                                                                                                 -440
                                                                                               -451
              --!! Count Outputs;
            --!! 0 : <event0> clock;

--!! 1 : <event1> clock;

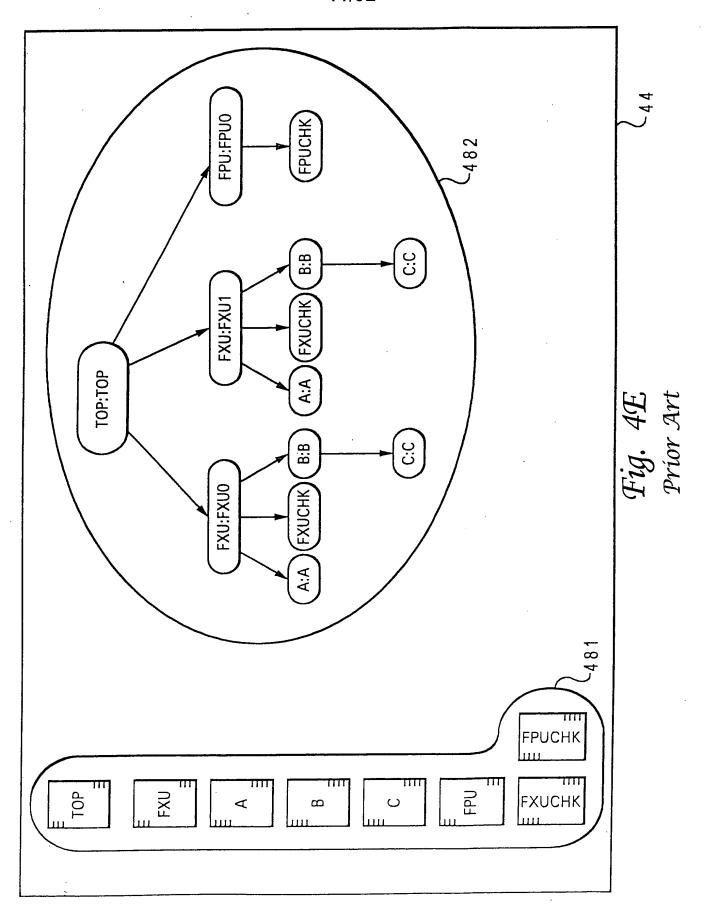
--!! 2 : <event2> clock;
               --!! End Count Outputs;
4 5 6 

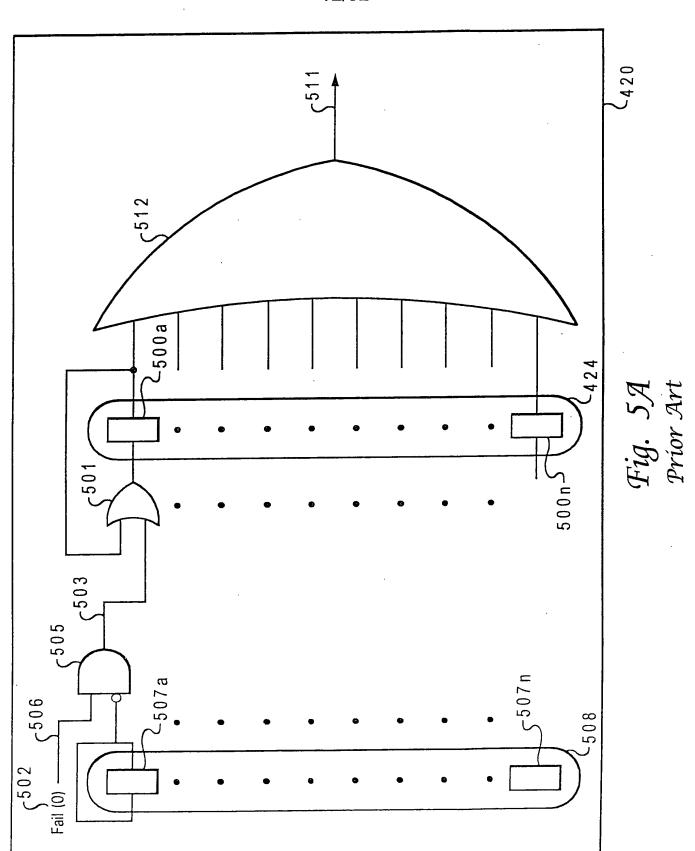
--!! Harvest Outputs;
--!! O: "Message for harvest event 0";
--!! 1: "Message for harvest event 1";
--!! End Harvest Outputs;
457 < --!! End;
               ARCHITECTURE example of FXUCHK IS
               BEGIN
                        ... HDL code for entity body section ...
               END;
```

Fig. 4C



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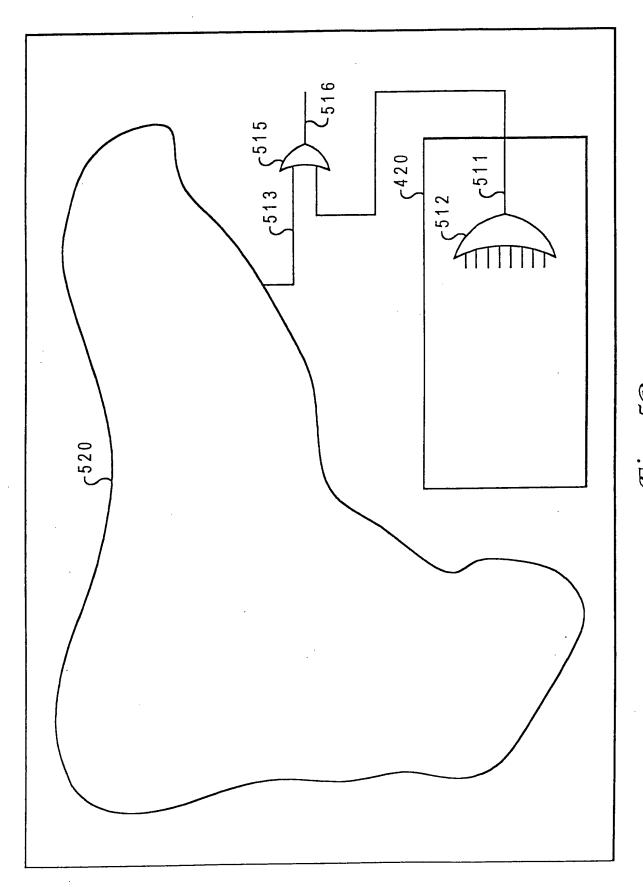
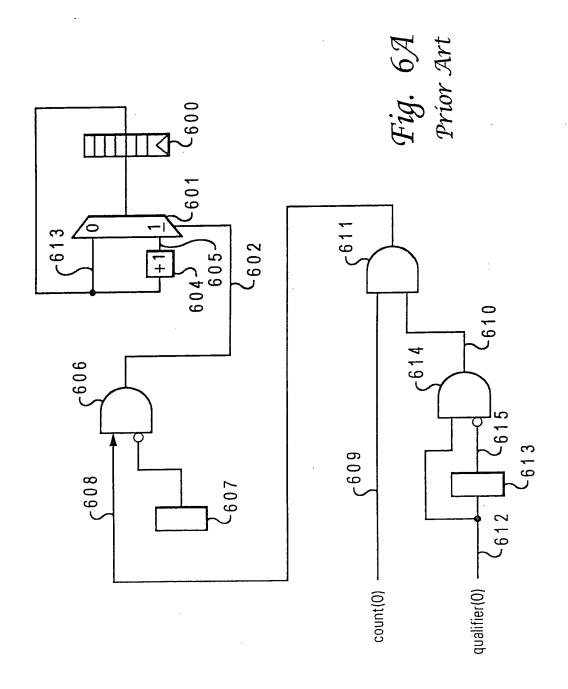
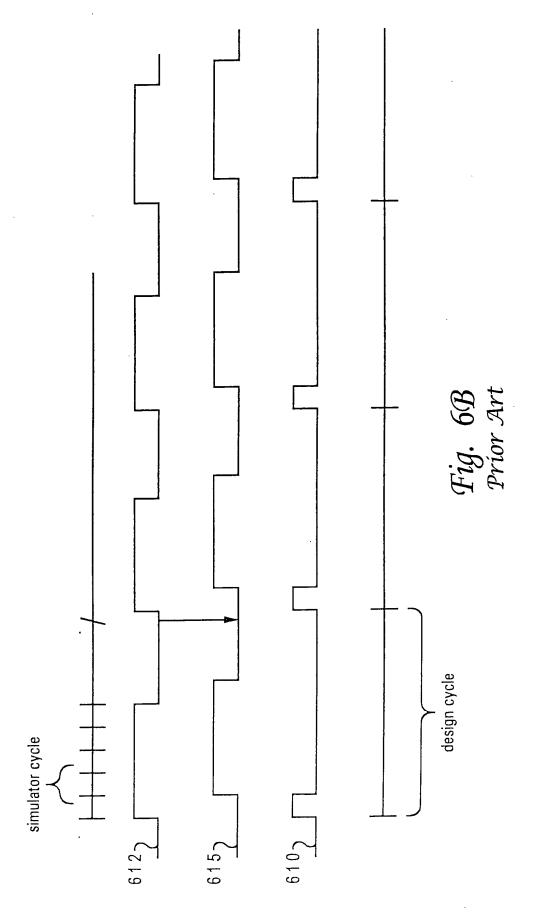


Fig. 5(B)







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